

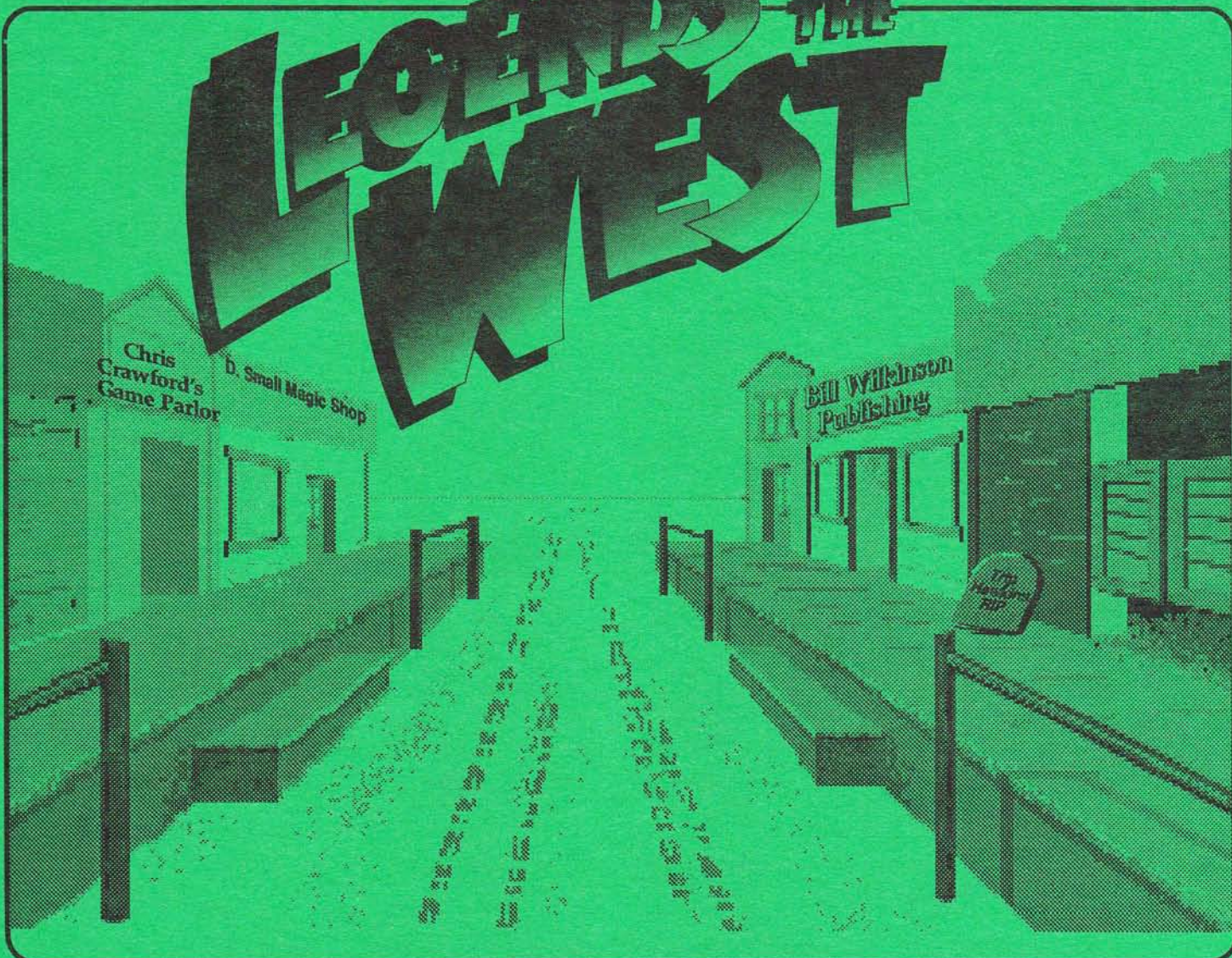
SLCC

JOURNAL

SAN LEANDRO COMPUTER CLUB

MARCH, 1989

LEGENDS OF TIME WEST



FALCON - FILM DIRECTOR
A BUNCH MORE DTP



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Film Director

Software Review by Frank Kilewer

Have you ever wanted to produce your own animated film. I have. I've been intrigued with the whole animation film process since I first saw the likes of Disney doing his page flipping routines. But the whole procedure was so labor intensive that I didn't get past a few drawings. Well, now we can enter this enchanting world as creator, artist and director with an amazingly easy to learn program by MIRRORSOFT called Film Director and produce clean looking animations within a hour of first sitting down with this solid program. I can't say enough good things about Film Director's easy to follow manual or the extremely powerful program that is simple and intuitive to use. Much of the repetitive drudgery that turns us off to animation is done for us.

The main program is made up of 7 different editors: Pattern, Polygon, Group, Stage, Frame, Sequence and Palette. The program is compatible with Degas or Neochrome for the creation of objects or you can use the companion program called Art Director.

One of the most important functions is tweening. This is "The process by which the progressive stages needed to link one frame to another (different) frame are calculated and inserted between those stages to create an impression of smooth transition from one image to the other." This feature is available in various editors allowing you to do the basic art work of let's say a square in one frame and the letter "N" in the next frame and then set the tween to say 20 frames in between. Film Director will automatically calculate the intermediate transition frames with the end result showing a square changing into an "N" This calculation takes the program only a couple of seconds in the Polygon Editor where basic shapes are the primary function.

The Pattern Editor is where your picture files created in other art programs are combined with other editors to form scenery, objects and characters for later use in the animation. This editor also contains a basic art program for quick

alterations and new picture elements. A handy zoom feature is available for touch up.

The Group Editor allows you to compile various elements from other editors to create objects that will be working together in later stages. This area also allows for quick testing of ideas and combinations.

The Stage Editor is what the name implies. You can take items created in other editors and picture files to create the backgrounds for your film. Text can be added here as well. Up to 64 fragments from other editors can be combined for a background and the film can include as many backgrounds as you like. Fragments can be expanded horizontally and vertically and flipped in both directions. Various elements can be layered in order to create the illusion of perspective.

The Frame Editor takes a background and up to 64 individual elements from the other editors to create the actual frame layout and of course tweening between the frames can also be done here. Sound effects or music can be synchronized with specific occurrences and color can be edited with the Palette command.

The Sequence Editor allows you to do editing of segments of your film, instead of having to run through each frame. This allows you to mark the film and break it up into separate parts as well as move the relative location of the segments around.

Finally in the Palette Editor "Up to 8 independent 16-color palettes can be created and accessed at any time during the film to change the composition of the colors used in the film."

So if you have a hankering to dip your feet into the waters of animation you would be hard pressed to find an easier transition into the current state of animation art than Film Director. Other relivent items needed to help you get started in creating your dream film are touched on in the manual.

You'll need around 70 bucks (before discount), and at least a color TV and 1/2 meg. I'll be looking for you at the Oscars.

Raffle for the 8 bit

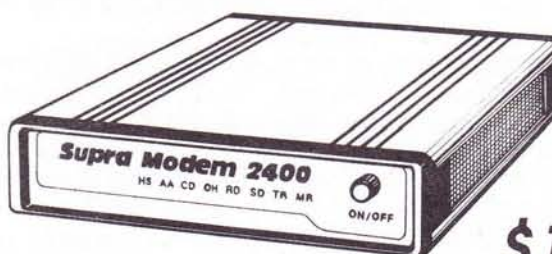
Winner's Circle has donated Phantasie II for the raffle at the Tuesday meeting. Be sure to get your tickets.

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Woolley, Woolley, Everywhere....

I've said this before, one of the best things about being a Journal Editor is getting to read all of the Exchange newsletters that we get from other Atari clubs each month. But, sometimes, I feel that it puts us too far into the mainstream of Atari doings. We may lose sight of the fact that none of the Club's members share this "common knowledge" that we read over and over. I would like to invite any and all of our members to pass on any interesting bits of news that may be of interest to the membership. Just type it in the old WP and shoot it over to one of the editors by mail or modem. This may compensate for our lack of sensitivity to the membership's quest for news and, heck, we'll even put yer name on it!!

Speaking of names, one of these club publications, "Puget Sound Atari News" had a nice article in their January '89 issue by a guy named Bob Woolley. From Bonney Lake Washington. Hmmm. I know that I didn't write this piece and have never heard of this pond in the boondocks, but - ? I guess the editor got the wrong name on the wrong article (I am expert on these kind of things...). I figured that there may be an article of mine someplace with the name of the guy that really wrote this piece floating around someplace, so who's concerned?

When I got to page 24 and found this Bonney Lake fella had written an article about an 8-bit hardware modification, I had to re-think the situation. Geezz.... This one even has his phone number! How could there be two Atari guz with a name like mine? Sooooo, I calls him up. And he is for real! Just a regular person like the rest of us that happens to have a name like mine. Exactly like mine. Even the middle initial. Same. Wierd.

So, if you see something "I" did, make sure I did before you get on my case. Now, if it's praise ye be carryin'.....

You do know who wrote the feature article in ANTIC this month (April), don't you? David Woolley..... from New Zealand? It's a danged convention.....!!

Bob Woolley
of the Alameda Woolleys

Wanna guess who prints all the Journals every month?
Yeah, a printer..... and his name?is Bob Woolley.
Ain't me, either!

DOSXE!

The new XF551 drive comes with good old DOS 2.5 and a lot of promises. With only 2.5, you have no way to access the 360K capabilities or the increased SIO transfer rate of the 551. Well, the promise has been completed - DOSXE is now available. Written by Bill Wilkinson, this DOS has dozens of new features. It will provide you with all the power you need to utilize the potential of a high capacity drive and system. It is too bad that Bill isn't around to point out all the good stuff that is in there, but it does have a decent manual.

The Club now has a copy of DOSXE from Atari that we can copy for any of our members that are interested. Without the manual, you may be limited, but the price is right (\$3). I had a lot of irons in the fire at the last meeting and didn't do a very good job of producing disks for everyone, but I should be better prepared this month. Just ask. No waiting, no salesman will call.

See you at the
meeting!!

Bob Woolley



Falcon Hits the Mark

Simulation Review by Frank Klierer

Every once and a while a piece of software comes along that sets a standard for judging all others in its class. For instance, *Dungeon Master* was greeted as software worth buying a computer for. *Falcon* is just such a benchmark among a mess of software released recently for the ST. This F-16 simulator is a truly professional work of art. In fact it is a serious cornerstone for developing future top guns for the defense of our country. The history and future plans for this program are so fascinating that I thought we'd reprint excerpts from an article in the January 16, 1989 Issue of *ST Report* written by Richard Bennett, titled:

Falcon F-16 Falcon Teaches The Armed Forces

The latest in military technology for flight training is coming from a very unlikely source, the entertainment software industry! Sphere Inc. of Alameda CA, points out that the game *Falcon*, an F-16 training simulation for personal computers, will be the basis for a line of low cost air crew trainers for the armed forces.

Sphere has signed a seven year, exclusive contract with Perceptronics Inc., of Woodland Hills, CA, to furnish the software for a family of F-16 training products called the ASAT (Avionics Situational Awareness Trainer) line.

Falcon, the game that is the foundation for the ASAT software, was developed by Sphere and is marketed through Sphere's Spectrum HoloByte division. Earlier this year, *Falcon* received three Excellence in software Awards from the Software Publisher's Association--Best Simulation, Best Technical Achievement and Best Action/Strategy. Since the game's introduction, almost a year ago, it has been on the best selling charts for IBM and Macintosh software.

The ASAT line will be produced and marketed by Perceptronics, a pioneer and leader in low cost simulation technology. The ASAT family will include seven trainers ranging from a Basic Tabletop Trainer through an advanced Instrument and Emergency Procedures Cockpit Trainer, as well as a Cockpit Trainer with a Mini-Dome. One of the ASAT trainers was first demonstrated in September at the Farnborough Air Show in England...According to Sphere's CEO

Gilman Louie, the current advanced technology of the flight simulations in entertainment software coupled with the complex and sophisticated combat scenarios developed by Perceptronics, is what attracted the attention of the military. He says "With their low cost we expect the military to acquire multiple trainers and to place them in strategic locations to provide readily available training to all personnel."

Sphere is a member of Robert Maxwell's multi-billion dollar Maxwell Communication group of companies. The company is known for it's personal computer simulations published under the Spectrum HoloByte trade name, some of which include; *GATO*, *ORBITOR* and *PT-109*...A little over twenty man-years went into the design and development of the original *Falcon* to create a realistic but playable F-16 simulation. The player becomes the pilot, facing the controls, heads-up-displays (HUDS) and radar, which have been updated to conform to the current avionics of the F-16A.

The fast paced action of the game includes twelve missions and varies from air to ground bombing runs to dogfighting as many as three enemy MiGs at a time.

One of the most outstanding features of the game is the ability to go head-to-head against an opponent on a second computer. Using either direct connect or a 1200 baud or faster modem, players can link one ST to another ST, to an Amiga or Mac (finally a chance to show those other computers who's the boss...Ed.)

...(End of reprint)...

It is really impossible to praise this program too much. The depth of the technical excellence is quite incredible. The smooth scrolling high speed graphics and realistic sound effects coupled with accurate simulations make this much more than a game and more of an experience of what we are asking of young pilots these days. It was somewhat of a fascinating coincidence to have just started digging into *Falcon* a few months ago when the U.S. shot down a couple of Libyan MiGs. I quickly gained an appreciation for what I saw in the news clips, and decided that the Libyans were given a heck of a lot more chances to avoid engagement than I would have given them. Today's dogfights last a few seconds once engagement has begun. If you wait to visually

Falcon Cont.

confirm a target you might as well kiss your seat goodbye. The turning radius for one of these fighters at near top speed is several miles. Trying to avoid being shot down after being locked onto is like out-running the CHP after you've detected their radar, you CAN do it, but will you? Of course the MiG pilot's "ticket" is a bit more of a motivator to kick in the afterburner and roll out there. The decision making speed required to compete in today's air battles is awe-inspiring.

Who said today's kids can't think?

There are several missions you can choose and many difficulty variables can be selected, as well as a wide variety of armaments, including the heat seeking Sidewinder and Maverick air-to-ground missiles that can be requested from the crew chief before taking off. There is an assortment of targets in addition to the MiGs, like bridges, an enemy airfield, SAM sites, lots of buildings and a moving truck convoy to practice your strafing technique (always an important item to include on a résumé). At the milk run beginners level you can land at the enemy base and roll right up to a MiG parked at the air field. It's kinda like staring nose to nose at a pit bull at the end of his chain.

The 144 page detailed manual is a joy to read. It has to be one of the best ever done for a computer program. Here is a taste of some advice following a section on how to hit a target with Air-to-Ground Missiles:

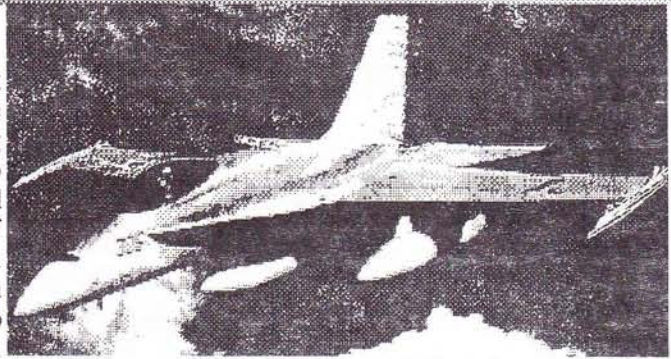
WARNING!

It's tempting to go back and get a visual confirmation of hitting the target. At First Lieutenant rank, this isn't a problem. However, at higher ranks it can be extremely dangerous. You give the enemy more time to get a bearing on your position. Let intelligence confirm your hits and tell you about them after your mission is completed. Good pilots don't fret about merits and medals. They just want to return their "rented" planes in one piece to the crew chief.

...

The cockpit has all the controls and displays you can possibly imagine. And at first I was quite overwhelmed. But the manual walks you through some easy wins and so you find yourself quickly touring the country side, which is dominated with a lot of pyramids to give a Middle Eastern flavor. There are several views out of the cockpit in addition to a chase plane, control tower and zooming satellite views. If you have a one meg. machine you can invoke the black box recorder which allows you to review a play back of your encounters and how you handled them.

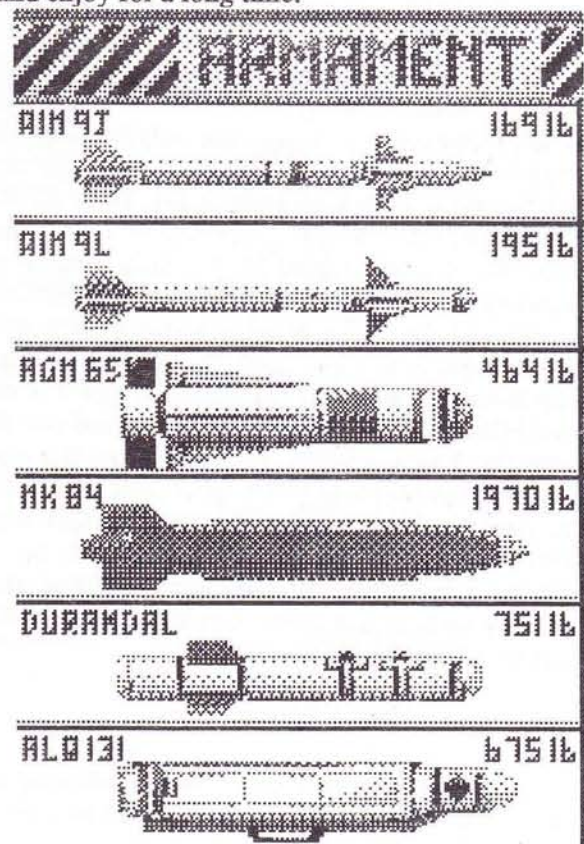
I could go on and on praising the realism from, how G-forces will influence your performance to how smart the MiG pilots are



(Omar the Daffy and his sitting ducks should be so bright), but then I'd be taking all the surprises away from you.

There are a few minor items that the more than congenial customer service people at Spectrum HoloByte are working on, including the over the phone line speed (null modem connections or single pilot are much better) and the Maverick lock on moving ground targets isn't quite yet up to real world destructiveness (that does not mean you can't blow out their tires with other items at your disposal).

Falcon is copy protected, so forget the hard drive. There is a code wheel needed at the beginning to get going. You need a color monitor and around forty bucks (assuming you take advantage of Winner's Circle 25% off to club members). That's a few million cheaper and a heck of a lot safer than the real thing. Buy now and enjoy for a long time.



A Bunch More DTP on an 8-Bit

This month is probably the first month that I can really do a decent job on an article with my eight-bit. Considering the requirement for some graphics and a page number, the last few attempts have been a little less than optimum. Last month, I did get a graphic to print. But, I cheated a bit (I'm getting a lot better at cheating than I ever wanted to be. The way things go around my house during "Journal Weekend", nothing seems to work the way it's supposed to.) Anyway, the Program is reaching a point where it is useful and I thought I'd pass it around.

First, Some Basics

Did I say "it"? "Them" is really the case. What is being produced in this project are a number of short Basic programs that will provide users with the capabilities they need to do a little DTP on their Atari 8-bits. If some enterprising soul out there would care to convert these small segments into machine language and tie them all together, we would have a nice little package. If not, leaving them in Basic allows us to tinker and fiddle as we learn. It is also the only language my mom lets me use. It's not really Basic, I guess. I use BasicXL, from OSS (now ICD). Their Basic is much easier to use as a development tool than Atari Basic (and, I need all the help I can get). You can get many of the added editing features of BasicXL by using MonkeyWrench with Atari Basic, but you don't get the added execute functions of BasicXL. For example, the PICTURE to ASCII program has an optional command that uses the Exclusive-OR (%) operator. No such routine is available in Atari Basic and it would be difficult to work around it. I realize that some users may not have BasicXL and will try to minimize these specialized additions, but they will pop up here and there. Get BasicXL if you're serious about Basic.

Page Numbers

Let's start with any easy one, numbering the pages. You would think that this would be a trivial

function, but how many authors know what page numbers they will be assigned in a newsletter? Even the editor does not know what page will go where until everything is in place (sometimes, he even counts wrong....). This means that the article files all have to be loaded into your DTP and have page numbers assigned. And then printed out again. At the very last minute. Ugh! There must be a better way. Like, a program that prints the page numbers on the completed output:

```
100 Rem PAGENUM.BXL 2/26/89
110 Open #1,8,0,"P:"
120 Print
130 Print #1;"\"(0U\"(s0u1p14v0s0b5t2Q\"&k5W"
140 Print " PAGE NUMBER";
150 Input Pageno$
160 Print #1;"\"*p1170X";Pageno$
170 Print #1;"\"E"
180 Close #1
190 End
```

The first thing you need to know is that the "\" characters are actually "ESCAPE" codes which will not print thru AtariWriter. Just replace every instance of "\" with an ESC character (push ESC key twice). Simply said, this program prints whatever you enter at the bottom, center of the page. Stick in a page and give it a number. Not much (none) error checking, so be careful. If you type in the first hundred characters from "Les Miserables", that's what this thing is going to try to print - he's happy, regardless. Breaking down some of the entries, line 120 puts the DeskJet into 14 point Times. Line 130 moves the current print position to a point 3100/300 inches down the page. Line 160 prints 1170/300 inches from the left edge whatever you entered from line 150-160 (hopefully a pagenumber). Line 170 resets the printer to it's default state so the next guy to use it won't be printing off in space somewhere - not required, but a good idea. Easy, right?

Doing The Text

The next piece of code is the real workhorse. Not so complicated, but it does most of your work for you. As it stands now, you must manually re-feed each page to print the second (right) column. When I have time, I will make this guy print both columns at once, but if someone out

there beats me to it, I won't complain (IS anyone out there, besides Texas?). This program takes the file that you write to disk (usind AWDSK2) and just prints 51 lines in the left column and 51 lines in the right column, alternating columns until there is no more data. SHAZAM....

```
100 Rem PRTAW.BXL  2/26/89
110 Dim D$(400)
120 X0$="\ *p0X"
130 X425$="\ *p1050X"
140 Open #1,8,0,"P:"
150 Open #2,4,0,"D1:MARDTP5.AW"
160 For Page=1 To 4
170   For Lfcol=1 To 66
180     Input #2;D$
190     Print #1;X0$;D$
200     Next Lfcol
210   For Rtcol=1 To 66
220     Input #2;D$
230     Print #1;X425$;D$
240     Next Rtcol
250   Next Page
260 End
```

Another biggie.... This program follows the general trend of most of these pieces - you enter filenames and the like directly into the code and then RUN. For example, you must replace MARDTP5.AW in line 150 with the filename that you want to print. Just LIST line 150 to the screen and overtype the name. It wouldn't be too difficult to prompt you for the filename, but we're going for the minimum here. You really should make an effort to understand what is happening in these routines so you can modify them to suit your own needs. Look at line 120 - it is the left hand print position setting. When AtariWriter formats your page, it pads the beginning of each line with enough blanks to produce the margin you have selected. Line 120 also selects a left margin starting point that will add to the AtariWriter setting. In this way, you can adjust the margins after AtariWriter has "printed" the file. Notice the margin in line 130 - this is the right column margin. It should start the text on the right half of the page (but, you can put it anywhere you want 'cause you're the boss).

The program itself just opens a text file (line 150), prints 66 lines of text using a margin of X0\$ (line 190) alternating with a margin of \$X425 (line 230) until the file is empty. Of course, when

it ejects the page after printing the left column, YOU must place the sheet back in the paper tray and feed it back into the printer so the right column can be printed on it. Just pull the feed tray paper back while the printer is doing the left column. The printer will wait for you to add paper before it starts the right column - just push ONLINE when you are ready. Makes you feel needed, right?

Picture, Picture, On The Page

Once we have all the text squared away, we need some graphics stuff to make it visually pleasing (or something). In order to get nice graphics, we take out our Koala Pads and draw some up, yes?..... Not me, pal. The locus of my artistic abilities does not project into my physical plane of existence. Which means that if I have it in me, it doesn't know how to get out. I use OP's graphics. They're everywhere. PrintShop, NewsRoom, ST Tinies,,, everywhere. Too bad they aren't in DOS 2.0 format. Well, you can get a file from CompuServe called ShopTool (SHPTL.*) that allows you to save PrintShop files in DOS 2.0 format. NewsRoom Photographs are saved in DOS 2.5 format. (And then?)

Glad you asked. Did a little code to convert either of those files to a series of strings representing the graphic data making up the picture. Voila:

```
100 Rem PIC2ASC.BXL  2/26/89
110 Dim S$(1000)
120 F$="D1:PHDINO"
130 Open #1,4,0,F$
140 W$="D2:DINO.ASC"
150 Open #2,8,0,W$
160 Ymax=160
170 Xmax=29
180 Put #2,Ymax*2:Rem DOUBLE HEIGHT
190 Put #2,Xmax
200 For Q=1 To 43:Get #1,D:Next Q
210 For Y=1 To Ymax
220   S$=""
230   For X=1 To Xmax
240     Get #1,D
250     D=D%255:Rem INVERTS PIC
260     S$(Len(S$)+1)=Chr$(D)
270   Next X
280   Print #2;S$
290   Print #2;S$:Rem DOUBLE HEIGHT
300 Next Y
310 Close #1
```



```
320 Close #2
330 End
```

By placing the graphic in strings, a very simple (and fast) program can PRINT them to the screen for you. Like this:

```
100 Rem PRTASC.BXL 2/26/89
110 Dim S$(1000)
120 Open #1,4,0,"D2:FLOP35.ASC"
130 Open #2,8,0,"P:"
140 Print #2;"\rB"
150 Print #2;"\t150R"
160 Print " HOW MAY TENTHS FROM THE
TOP?"
170 Input Ystart
180 Yoff = Ystart*30
190 Print #2;"\p";Yoff;"Y"
200 Print " HOW MAY TENTHS FROM THE
LEFT?"
210 Input Xstart
220 Xoff = Xstart*30
230 Print #2;"\p";Xoff;"X\r1A"
240 Get #1,Ymax:Get #1,Xmax
250 For Y=1 To Ymax
260 S$=""
270 Input #1;S$
280 Print #2;"\b";Xmax;"W";S$;
290 Next Y
300 Close #1
310 Print #2;"\E"
320 Close #2
330 End
```

Looking at PIC2ASC, you can see the input filename (line 120) and the output filename (line 140). Be careful here (heck, be careful everywhere!). When the output filename is opened in line 150, any file with that same name will be deleted on your disk. Think about it! If you forget to change the output filename when you run this program, you will wipe out the last ascii file you created. The files do not have to be on D2: (put them anywhere you like). You also need to enter the size of the file in lines 160 and 170 (YMAX and XMAX). PrintShop files should be 52 bytes high and 11 bytes wide; NewsRoom (a full screen) will be 160 and 29, as shown (don't use this listing as is - it is not set for either file type). Notice the two Double Height REMs on lines 180 and 290. These lines as shown will

produce a graphic twice as tall as it should be. This is the normal mode for PrintShop files. For most files (GR.8, NewsRoom, ST Tinies), delete line 290 and change line 180 to PUT #2, YMAX. At line 200, we have a garbage collector. Many of these icon files have a bunch of non-graphic data tacked onto the front of them. Line 200 throws away all of this junk. For GR.8 and PS, you can usually delete this line; for others, you may have to experiment. If you have chosen incorrectly, the picture may be split or off-center. Just keep trying until you get it right. The last parameter you will need to set is line 250. This line inverts the picture (mostly GR.8 and NewsRoom). Delete this guy if the data is already correct.

The easiest way to handle your graphics library is to convert everything to ASC files. Once converted, a file can be printed very quickly with just the PRTASC routine. Of course, running all your icon disks thru PIC2ASC is going to take some time. Maybe we can help that along someday, but for now, pick some good artwork and do what you can.

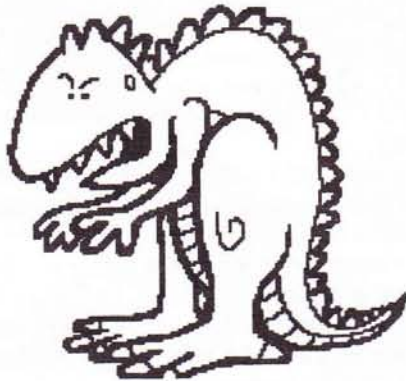
Once you reach the point where you would like to "paste" a graphic somewhere on a page, leave it some space (for now, just add a series of CRs - work from the front of the file and use OPTION P (preview)) and print your file. Measure on the completed pages where you would like the upper left corner of the graphic to start and enter the filename into line 120 of PRTASC. When you run the program, it will ask for the distance from the top and left edge of the page in tenths of an inch. Reply 40 for 4.0 inches, 84 for 8.4 inches and like that. Make sure you have the proper page in the printer (face down) before you answer the second prompt because printing will start with no further intervention. The icon will print out like this:



A nice NewsRoom clip. Want it smaller or bigger? Change line 150 to PRINT #2;"*t75R" to double the size:

150

Amie



100



75

Amie

Or "*t300R" to cut it in half:



Now, what about the header at the top of the page? What about it? If I had everything done, I wouldn't have anything to print next month!!

Later, folks!
Bob Woolley, SLCC

If you did all that correctly, you should have a nice justified, two column, Times font page with clever little graphics here and there and a page number - and no glue on yer fingers! If you think you are pretty good, you can try transferring a file from an ST that is in PI3 or Tiny format. These are BIG files (like 32K), so allow for lots of disk space (and time). At some point, we will be able to clip out a smaller piece for processing.

Not to be left out are the PrintShop files. In a variety of sizes:

"There is absolutely no truth to the rumor that there will be no 8-bit representation in the Club Booth at WCCF. The Club is behind all our little buddies 1000% !!"

300

Amie



Minutes from Moran

General Meeting - 2/7/89

The February meeting was called to order at 8:07 PM by President Barton. Roll Call of Officers: Present; Barton, Hood & Moran. Excused; Abbott (working).

Due to time considerations all business was set aside and Program Director Keith Sammons introduced tonight's guest speaker, Sig Hartman, who has just recently been promoted (or demoted depending on how you look at it) to the position of ATARI's Traveling Guy. Sig seems to be the one who will have the job of working with Developers and User Groups to try and mend fences and assist them in their needs.

Accompanying Sig from ATARI were User Group Coordinator Cindy Claveran and also John Townsend.

Sig started out his talk with a bit of ATARI history under the Tramiels, it's successes and failures.

Starting on January 1st Atari marketing has changed and they will now try to bring the U.S. market up to par. They are working on a better dealer organization with proper support and communications for those dealers. The first thing is to have more machines available and sold. When this happens software developing will naturally pick up as they see the chance to sell more of their products to the larger user base. There are plans to meet and work with developers to try improving what has been a bad situation.

The #1 priority is to support customers and user groups. The Federated stores now have lists of local user groups to give to their customers. Atari will assist the Groups with Shows that they attend and under some circumstances they will help financially. Advertising will be increased this year. That has already started.

New things on the way are a laptop, a 68030 machine, a Postscript clone for use with the laser printer, and new ST ROM's. Some things hinted at are a fast modem and a trade in policy for those interested in trading their 8 Bit machines for a 1040 ST. The CD ROM is in need of software but is a real possibility as the price is now low enough to be attractive.

Atari is planning to keep supporting the 8 Bit machines and need help in getting new software for them. Anyone who has some software he has developed for the 8 Bit machines should contact Sig Hartman at ATARI. The new DOS XE is out and has been sent to all User Groups for

distribution.

The problems ATARI is having with the Federated stores are just that, problems. The Tramiels don't like losers and will turn the Federated stores around, which will be good for ATARI. The stores are being staffed with computer knowledgeable people and will keep improving.

After a short question and answer period Sig and friends closed their presentation with thanks and appreciation from the group.

Following a short break the raffle of an ATARI game machine and some ST software that Sig Hartman had brought from ATARI was held. Also raffled were two FALCON ST games donated by the San Leandro Federated Store.

Next a special treat, John Russell (JRI) had his completed GENLOCK hardware set up and gave a short demonstration of its abilities. John has finally received the FCC license and the GENLOCK is officially for sale. The basic system sells for \$650 and performs perfectly.

The closing piece of business was a Motion to authorize the Officers to spend the necessary funds to set up the SLCC booth at the West Coast Computer Faire. Motion carried.

At the hour of 10:30 Pm the meeting stood adjourned.

Respectfully submitted - Jim Moran - Secretary

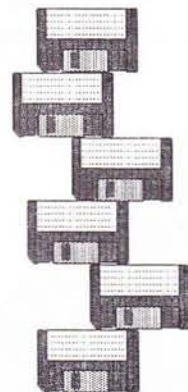


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March 1989

SLCC CALENDAR OF EVENTS

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1	2	3	4
5	6	7 MAIN MEETING 8PM	8 Executive Board Meeting	9	10	11
12	13 ST Meeting 8PM San Leandro Public Library	14	15 ST Software SIG 8PM	16	17	18
19	20	21 Telecomm SIG 8PM	22 ST Beginners SIG 7:30PM	23	24 JOURNAL DEADLINE	25
26	27	28 Pascal SIG 7PM Business SIG 8PM	29	30	31 oops!	

Now That It's Plugged In.....

The SLCC has two SIGs (Special Interest Groups) designed to introduce members to the operation of their Atari computers. System set-up, DOS, keyboard functions, and other introductory material is discussed. The ST group meets on the fourth Wednesday of every month, while the 8-bit sessions are scheduled on an as-required basis. Contact the appropriate SIG leader for information and directions.

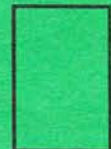
Sig leaders and their phone numbers are located on page 3.

March 1988

Our March meeting will bring us Mike Jack, who will fill us in on the E-Z Ram II memory expansion kits.

SLCC

Journal



P.O. Box 1506 San Leandro, Ca. 94577-0374

Next Meeting:
March 7, 1989
8:00PM



San Leandro
Community Library

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